

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS & INTERFERENCES**

In re Application of: John J. Giobbi

Application No.: 10/812,333

Confirmation No.: 2703

Filed: March 29, 2004

Art Unit: 3714

For: CENTRALIZED GAMING SYSTEM WITH
MODIFIABLE REMOTE DISPLAY
TERMINALS

Examiner: Arthur O. Hall

United States Patent and Trademark Office
Mail Stop Appeal Brief – Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

RESPONSE TO NOTICE OF NON-COMPLIANT APPEAL BRIEF

Sir:

In accordance with the provisions of 37 C.F.R. § 41.37, Appellant submits the following response to the Notice of Non-Compliant Appeal Brief mailed November 17, 2009. The original Appeal Brief was filed on October 26, 2009. According to the Notice: “The summary of claimed subject matter fails to provide a concise explanation of each independent claim 71, which shall refer to the specification by page and line number.” As the Notice explains, Appellant may choose to only submit the defective section of the brief. Accordingly, Appellant has corrected the defect by submitting herewith a replacement section V. SUMMARY OF CLAIMED SUBJECT MATTER, which now provides a concise explanation of independent claim 71. Appellants note that the reference to “claim 77” in the Summary of the original Appeal Brief was a typographical error and should have been a reference to claim 71. Please replace the entire section SUMMARY OF CLAIMED SUBJECT MATTER starting on page 2, line 24 of the Appeal Brief, filed October 26, 2009, with the replacement section submitted herewith.

The due date for response to the Notice is one month from the date of the Notice, *i.e.*, December 17, 2009. Thus, this response is timely.

No fees are believed to be due, but should any additional fees be deemed necessary or credits due, the Commissioner is authorized to deduct the necessary fees (except for payment of the issue fee), or credit any overpayments to Nixon Peabody, Deposit Account No. 50-4181 for any additional fees that may be required (except payment of the issue fee).

Dated: December 17, 2009

Respectfully submitted,

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V. SUMMARY OF CLAIMED SUBJECT MATTER

The present invention is generally directed to a centralized gaming system. A central server system stores a plurality of games of chance. At least one remote display terminal is linked to the central server system. When a remote display terminal has been idle for a predetermined period of time, a display of the remote display terminal displays game selection indicia corresponding to the plurality of games stored on the central server system. One of the games is selected for play according to the game selection indicia. Software is then executed to randomly select an outcome for the selected game. The outcome is visually represented on the display of the remote display terminal. The display displays the selected game until the remote display terminal has been idle for the predetermined period of time.

Independent claim 55 of the present application recites a centralized gaming system. The system comprises a central server system storing a plurality of games of chance. (*See, e.g.*, present Specification as filed (hereinafter, “present Specification”), page 5, lines 14-15; 18-23; page 6, lines 1-4; *see also* FIG. 1, elements 10 and 14.) The system also comprises at least one remote display terminal linked to the central server system. (*See, e.g.*, present Specification, page 5, lines 14-16, 24-32; *see also* FIG. 1, elements 12a, 12b, 12c, . . . , 12n.) The at least one remote display terminal includes a display. (*See, e.g.*, present Specification, page 14, lines 1-6, 12-13; *see also* FIG. 4, elements 36 and 38.) In response to the at least one remote display terminal being idle for a predetermined period of time, the display displays a plurality of game selection indicia corresponding to the plurality of games. (*See, e.g.*, present Specification, page 7, lines 4-9; page 8, lines 4-9.) In response to one of the games being selected for play according to the game selection indicia displayed at one of the at least one remote display terminal, software for the selected game is executed to randomly select an outcome. (*See, e.g., id.*, page 8, lines 13-14, 22; page 9, lines 9-10; page 11, lines 11-30.) The outcome is visually represented on the display of the one remote display

terminal. (*See, e.g., id.*, page 11, line 30-page 12, line 2.) The display of the one remote display terminal displays the selected game until the one remote display terminal has been idle for the predetermined period of time. (*See, e.g., id.*, page 8, lines 10-12.)

Independent claim 71 of the present application recites a method of executing a game of chance. The method comprises providing a central server system. (*See, e.g., id.*, page 5, lines 14-15, 18-19; *see also* FIG. 1, element 10.) The central server system stores a plurality of games of chance. (*See, e.g.*, present Specification, page 5, lines 18-23; page 6, lines 1-4; *see also* FIG. 1, element 14.) The central server system also includes a play engine. (*See, e.g.*, present Specification, page 5, lines 18-23; page 6, lines 20-21; page 8, lines 8-10; *see also* FIG. 1, element 16.) The method also comprises providing at least one display terminal remote from and linked to the central server system. (*See, e.g.*, present Specification, page 5, lines 14-16, 24-32; *see also* FIG. 1, elements 12a, 12b, 12c, . . . , 12n.) The at least one remote display terminal includes a display. (*See, e.g.*, present Specification, page 14, lines 1-6, 12-13; *see also* FIG. 4, elements 36 and 38.) In response to the at least one remote display terminal being idle for a predetermined period of time, the method further comprises displaying a plurality of game selection indicia corresponding to the plurality of games. (*See, e.g.*, present Specification, page 7, lines 4-9; page 8, lines 4-9.) In addition, the method comprises receiving, according to the game selection indicia at one of the display terminals, a player's selection of one of the games to be played at the one display terminal. (*See, e.g., id.*, page 8, lines 13-14, 22.) Moreover, the method comprises executing software for the selected game to randomly select an outcome. (*See, e.g., id.*, page 9, lines 9-10; page 11, lines 11-30.) The method also comprises visually representing the outcome on a display of the one of the display terminals. (*See, e.g., id.*, page 11, line 30-page 12, line 2.) The method further comprises displaying the selected game until the one display terminal has been idle for the predetermined period of time. (*See, e.g., id.*, page 8, lines 10-12.)

As such, the claims of the present invention recite an advantageous system and method for centralizing a gaming system and configuring a remote display terminal to offer a plurality of games and to facilitate a player's ability to play a variety of games without, for example, having to search the casino floor for his or her preferred game. (*See, e.g.*, present Specification, page 16, lines 9-11.)